

Vehicles in Motion Learning Set 1 - Study Guide

Vocabulary to Know:

*coast	*chassis	*axles
*bearings	*motion	* speed
*force	*propulsion force	* gravity
*reference point	*veer	*baseline
* iteration	* iterate	*acceleration
*friction	*system	*subsystem
*lubrication	*fair test	*scale
*velocity	*elapsed time	*magnitude
*net force	*balanced force	* unbalanced force
*normal force	* frame of reference	
*qualitative data	* quantitative data	
*mechanism	*criteria	

Date of test:

Suggested study methods:

- ☐ Make flash cards
- ☐ Write out study guide sheet in notebook
- ☐ Have someone quiz you

Concepts to Know:

- *What the variables are on a graph
 - which is plotted on the "x" axis
 - which is plotted on the "y" axis
- * How to read a line graph to find speed and acceleration
- * design change -vs- construction change
- * sliding -vs- rolling friction
- *positive -vs- negative acceleration (deceleration)
- *basic components of a coaster car
- * metric units of measurement
- * how to draw a force diagram

